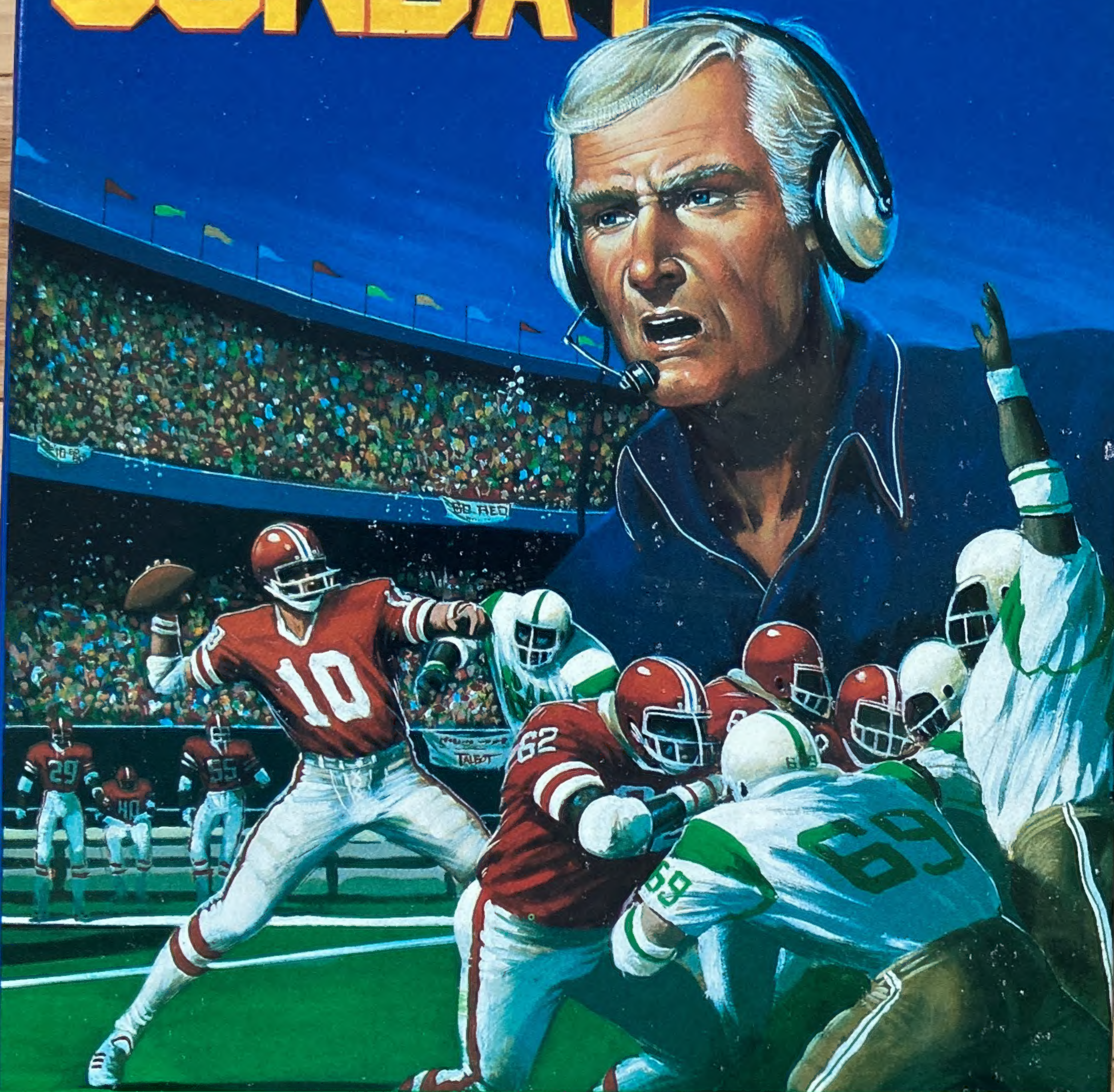


# SUPER SUNDAY

1985  
SEASON



SUPER SUNDAY IS THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS COMPUTER FOOTBALL GAME  
#48852B

**1985 Season Teams Disk  
for Apple® II Family**

(Ownership of Super Sunday master game  
#48852 is required to play)



microcomputer games DIVISION  
**The Avalon Hill Game Company**



Resolved at Last!

# The Greatest Super Bowl Team of All Time!

(FOR US TO KNOW . . . AND YOU TO FIND OUT!)



Find out for yourself which football team was the best ever. Find out who were the really best coaches . . . and who were the bums. Find out who were best under pressure. Was it the Colts' Johnny Unitas, Joe Thiesmann and the Redskins or the Jets' Joe Namath, or maybe it was Packer coach Vince Lombardi who made the difference after all? Super Sunday sets the stage for YOU to take control. Here YOU can call the plays, plan the strategy and maneuver the real-life players. Who knows, you might make a great coach.

## Now YOU Get that Chance!

Super Sunday gives you the 20 greatest Super Bowl teams of all time, computer analyzed to perform with proper guidance, just as they did in real life. In Super Sunday you can match up any team against any other regardless of year . . . here's your chance to resolve once and for all who the best of the best really is.

## Three Modes of Play!

Super Sunday is really 3 games in one; you can play head-to-head against another live opponent in the 2-player version . . . or play solitaire against the computer programmed to react to your strategy . . . or set the computer on autoplay and watch the computer play against itself.

Regardless of which version, you will be amazed at the graphics. This is the only statistically authentic game to give you all 22 players on the screen at once going through the actual play in animated action.

## The Greatest Super Bowl Team Is . . .

We're not giving away any secrets—just set your game on autoplay and you might get the answer. But, if you think you're a coaching genius, by playing the other versions you might change history after all. Super Sunday challenges you to do just that!

Super Sunday by Quest Inc.

## Here's Everything You Get:

- ★ **20 Super Bowl Teams** including all the players' names and positions (press the "L" key and you see the strengths of each offensive vs defensive matchup based on seasonal performances).
- ★ More than a dozen **offensive and defensive plays** to choose, giving YOU control over which players do what.
- ★ Individual players' performances and statistics are updated throughout the game. You can view them during and after the game on your screen or keep permanent records using the printer option.
- ★ Your brilliant play re-enacted by **all 22 players** on the screen.
- ★ **Three modes of play:** head-to-head, solitaire and autoplay.

Full-screen  
re-enactment  
of all your plays!



Contains **1985 Season Teams Disk** for Apple® II Family. (Ownership of Super Sunday master game is required to play.)

All the statistics  
for 20  
Super Bowl Teams!

ENTER QUARTERBACK

NAME	ATT	YDS	%COMP	TD
1 = THIESMAN	314			
2 = WASHINGTON	1			

ENTER NUMBER THEN

SELECT OFFENSIVE PLAY

1 = SWEEP TOP	A = SHORT PASS
2 = OFF TACKLE TOP	B = LONG PASS
3 = SWEEP BOTTOM	C = FLAT PASS
4 = OFF TACKLE BOTTOM	
5 = QB SNEAK	
6 = QB FALL ON BALL	
7 = FIELD GOAL	
8 = PUNT	

ENTER PLAY NUMBER THEN PRESS (CR)

SELECT DEFENSE

LINEBACKER BLITZ	
1 = TOP OLB KAUFMAN RR=3 PR=2	
2 = TOP ILB/MLB OLKEWICZ RR=3 PR=3	
3 = BOTTOM ILB	
4 = BOTTOM OLB MILOT RR=4 PR=3	
BURN KEYS	
5 = BACK 1 BULAICH OR MITLAND	
6 = BACK 2 NOWATZKE OR HAVRILAK	
SHORT YARD DEF	PASS PREVENT DEF
7 = 6 MAN LINE	8 = 5TH DB NELMS
DOUBLE COVER	
A = TE MACKAY OR MITCHELL	
B = SE HINTON OR ORR	
C = FL1 JEFFERSON OR PERKINS	
D = FL2 PERKINS	

© Trademark of Apple Computer, Inc.



SUPER SUNDAY



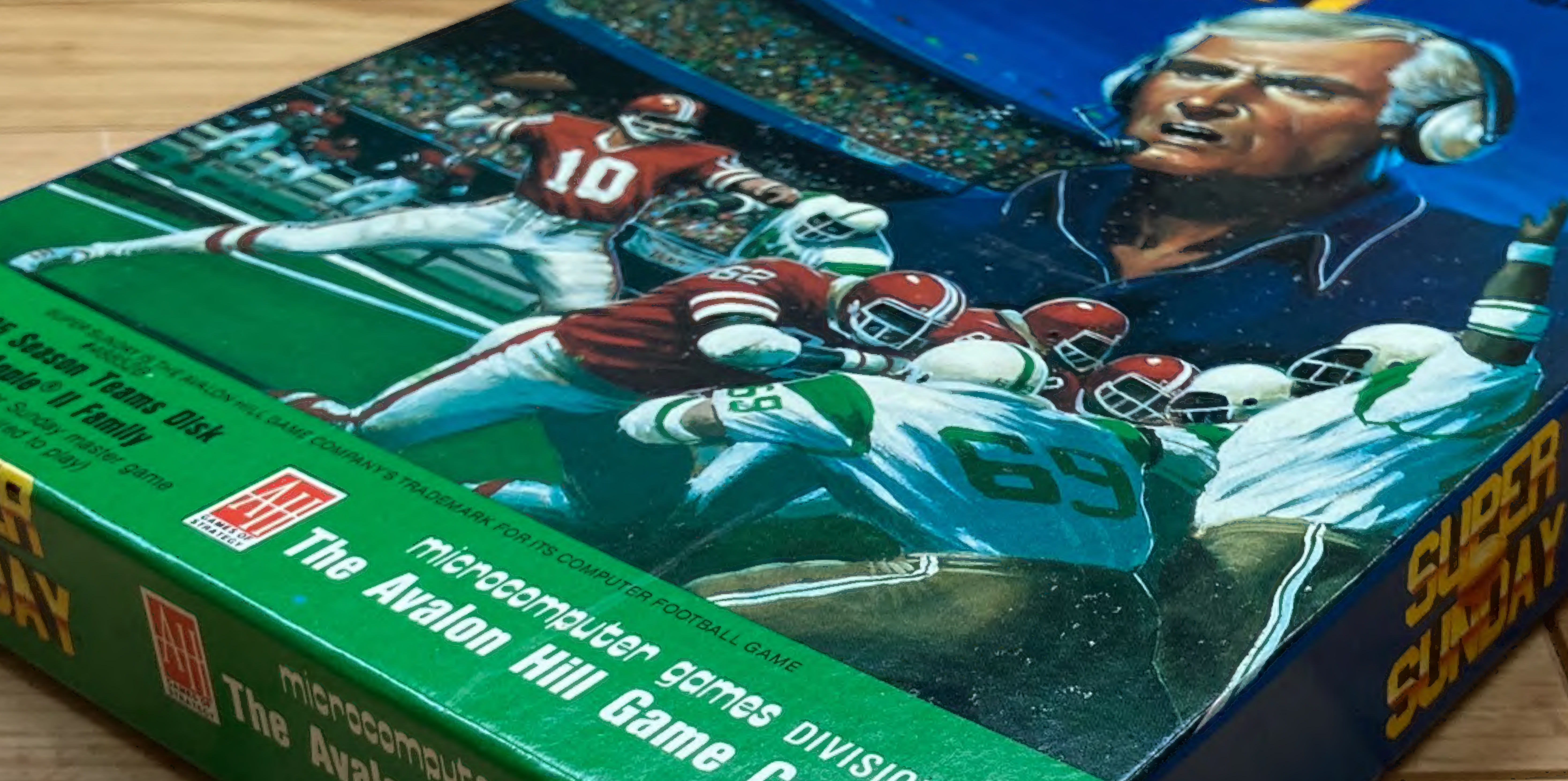
microcomputer games DIVISION  
**The Avalon Hill Game Company**

©1986 • Baltimore, MD • Printed in USA • All Rights Reserved • Computer and Audio Visual Display Copyrighted



# SUPER SUNDAY

1985 SEASON



1985 Season Teams Disk  
for Apple II Family  
Ownership of Super Sunday master game  
disk is required to play



microcomputer games DIVISION  
The Avalon Hill Game Company



microcomputer games DIVISION  
The Avalon Hill Game Company

1985 SEASON  
Teams Disk  
for Apple II  
Family  
#485-228

SUPER SUNDAY

SUPER SUNDAY



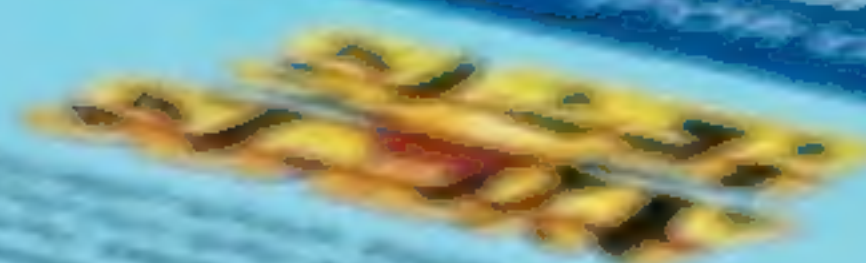








The Greatest Super Bowl Team of All Time!  
Includes 20 Teams  
And the 10 Best Outfits



Contains 1985 Super Bowl Team Disk for Apple II Family...  
(Ownership of Super Sunday master game is required to play.)

All the statistics for 20 Super Bowl Teams!

Table with 2 columns: Team, Stats

Team	Stats
1. BALTIMORE	100
2. PITTSBURGH	95
3. NEW ENGLAND	90
4. SAN FRANCISCO	85
5. LOS ANGELES	80
6. MINNEAPOLIS	75
7. CINCINNATI	70
8. NEW YORK	65
9. SEATTLE	60
10. DALLAS	55
11. KANSAS CITY	50
12. INDIANAPOLIS	45
13. CLEVELAND	40
14. DENVER	35
15. CAROLINA	30
16. HOUSTON	25
17. ATLANTA	20
18. NEW ORLEANS	15
19. TAMPA	10
20. WASHINGTON	5

Table with 2 columns: Player, Stats

Player	Stats
1. JIMMY TRIMMER	100
2. JIMMY TRIMMER	95
3. JIMMY TRIMMER	90
4. JIMMY TRIMMER	85
5. JIMMY TRIMMER	80
6. JIMMY TRIMMER	75
7. JIMMY TRIMMER	70
8. JIMMY TRIMMER	65
9. JIMMY TRIMMER	60
10. JIMMY TRIMMER	55
11. JIMMY TRIMMER	50
12. JIMMY TRIMMER	45
13. JIMMY TRIMMER	40
14. JIMMY TRIMMER	35
15. JIMMY TRIMMER	30
16. JIMMY TRIMMER	25
17. JIMMY TRIMMER	20
18. JIMMY TRIMMER	15
19. JIMMY TRIMMER	10
20. JIMMY TRIMMER	5



microcomputer games DIVISION  
The Avalon Hill Game Company

© 1985 • Baltimore, MD • Printed in USA • All Rights Reserved • Computer and Audio Visual Display Copyrighted



Super Sunday

The Avalon Hill Game Company











48866

A-5828 8/86  
7165-3



**THE AVALON HILL**  
**GAME COMPANY**  
Microcomputer games Division  
**The Avalon Hill Game Company**







microcomputer games DIVISION  
**The Avalon Hill Game Company**  
A MONARCH AVALON, INC. COMPANY  
4517 Harford Road • Baltimore, Maryland 21214 • (301) 254-9200

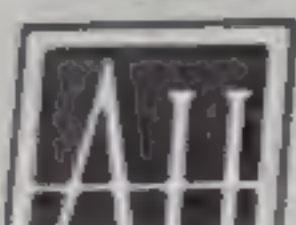
Apple® II Family

1985 SEASON

B

4885202

**SUNDAY**



microcomputer games DIVISION  
The Avalon Hill Game Company



**microcomputer games**

DIVISION

**The Avalon Hill Game Company**

4517 HARFORD ROAD, BALTIMORE, MARYLAND 21214



Computer Simulation Games

Please  
Lift  
Tray

A-5828 8164  
7165 2





microcomputer games division

**The Avalon Hill Game Company**

A MONARCH AVALON, INC. COMPANY

4517 Harford Road • Baltimore, Maryland 21214 • (301) 254-9200

Apple® II Family

**1985 SEASON**



microcomputer games DIVISION

The Avalon Hill Game Company

B

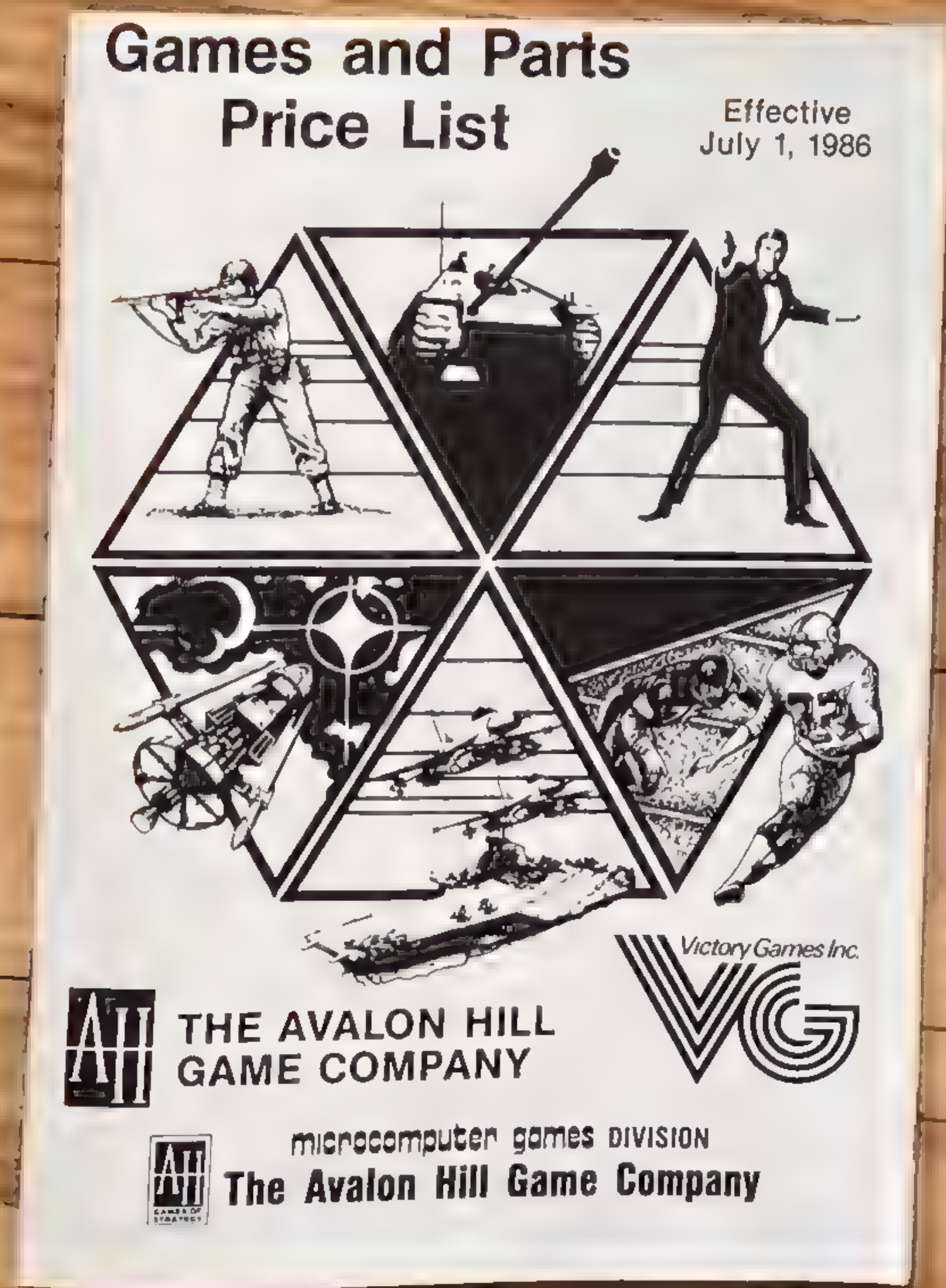
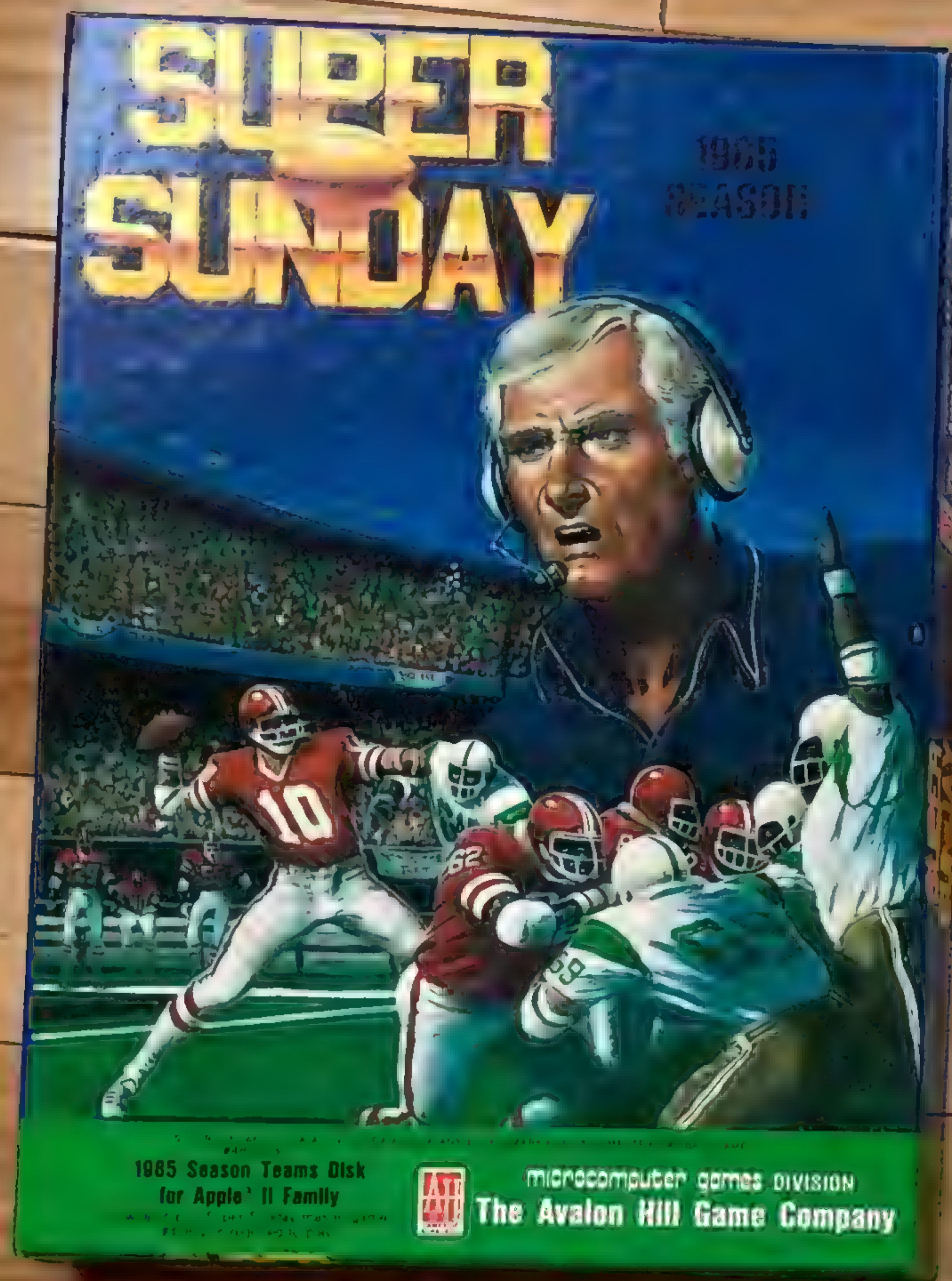
4885202



microcomputer games

48866





**DO A FRIEND A FAVOR...**

If you know someone who has the basic brain power to comprehend A H games, then get them to send us this postcard. In turn you'll be doing yourself a favor... you might pick up a new opponent in your neighborhood. (If you wish fill in their name and address, yourself, and send it in.)

If you would like a colorful brochure describing the wonderful world of games, by The Avalon Hill Game Company, enclose this card in an envelope with \$1.00 for each catalog ordered.

NAME OF BRIGHT FRIEND \_\_\_\_\_

STREET ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

1. I enjoyed playing this game \_\_\_\_\_

2. I heard about the game through \_\_\_\_\_

3. I heard about the game through \_\_\_\_\_

4. Point of purchase of this game \_\_\_\_\_

5. Please list which computer system you own: \_\_\_\_\_

6. My computer has the following: (check all that apply) \_\_\_\_\_

7. I would like to see more computer games: (check all that apply) \_\_\_\_\_

8. My favorite magazines are \_\_\_\_\_

9. Any comments? \_\_\_\_\_

Name \_\_\_\_\_

Street Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_

Zip \_\_\_\_\_

Age \_\_\_\_\_

Occupation \_\_\_\_\_

100M 2 6972 346



# SUPER SUNDAY PLAYBOOK



me Company's trademark for its computer football game.

## EDITION

## , C64/128 & IBM

computer games DIVISION

## n Hill Game Company

ARCH AVALON INC COMPANY

## DO A FRIEND A FAVOR...

If you know someone who has the basic brain power to comprehend A.H. games, then get them to send us this postcard.

In turn you'll be doing yourself a favor... you might pick up a new opponent in your neighborhood. (If you wish, fill in their name and address, yourself, and send it in.)

If you would like a colorful brochure describing the wonderful world of games, by The Avalon Hill Game Company, enclose this card in an envelope with \$1.00 for each catalog ordered.

NAME OF BRIGHT FRIEND \_\_\_\_\_

(type or print)

STREET ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_

STATE \_\_\_\_\_

ZIP \_\_\_\_\_

I'm sending you this REG CARD from your \_\_\_\_\_ game. In return I automatically get on your mailing list, which means I'll get new product info before the general public does.

Dear Avalon Hill,

- Game is:
  - ☐ Too Simple
  - ☐ Just Right
  - ☐ Too Complicated
- I enjoyed playing this game
  - ☐ A
  - ☐ B
  - ☐ C
  - ☐ D
  - ☐ E

(A means you enjoyed it very much; E means not at all)
- I heard about the game through: (check all that apply)
  - ☐ Avalon Hill Literature
  - ☐ Magazine Ad
  - ☐ Newspaper Ad
  - ☐ A Friend
  - ☐ Store:
  - ☐ Gift
  - ☐ Other: \_\_\_\_\_
- Point of purchase of this game: (check one only)
  - ☐ Direct from Avalon Hill
  - ☐ Computer Store
  - ☐ Mail Order other than AH
  - ☐ Other: \_\_\_\_\_
- Please list which computer systems you own: \_\_\_\_\_
- My computer has the following: (check all that apply)
  - ☐ K of memory
  - ☐ Printer
  - ☐ Disk Drive
  - ☐ Modem
  - ☐ Other: \_\_\_\_\_
- I would like to see more computer games: (check all that apply)
  - ☐ Historical-Land
  - ☐ Historical-Air
  - ☐ Historical-Naval
  - ☐ Fantasy
  - ☐ Science Fiction
  - ☐ Sports
  - ☐ Other: \_\_\_\_\_
- My favorite magazines are: \_\_\_\_\_
- Any comments? \_\_\_\_\_
- Age \_\_\_\_\_
- Name \_\_\_\_\_
- Street Address \_\_\_\_\_
- City \_\_\_\_\_
- State \_\_\_\_\_
- Zip \_\_\_\_\_

100M Z-6372 3/86



# WEEKEND BOOK



Trademark for its computer football game.

## ITION

## 4/128 & IBM

games DIVISION

## Game Company

INC. COMPANY



microcomputer games DIVISION  
**The Avalon Hill Game Company**

4517 Harford Road  
Baltimore, Maryland 21214

PLACE  
FIRST CLASS  
POSTAGE  
HERE



microcomputer games DIVISION  
**The Avalon Hill Game Company**

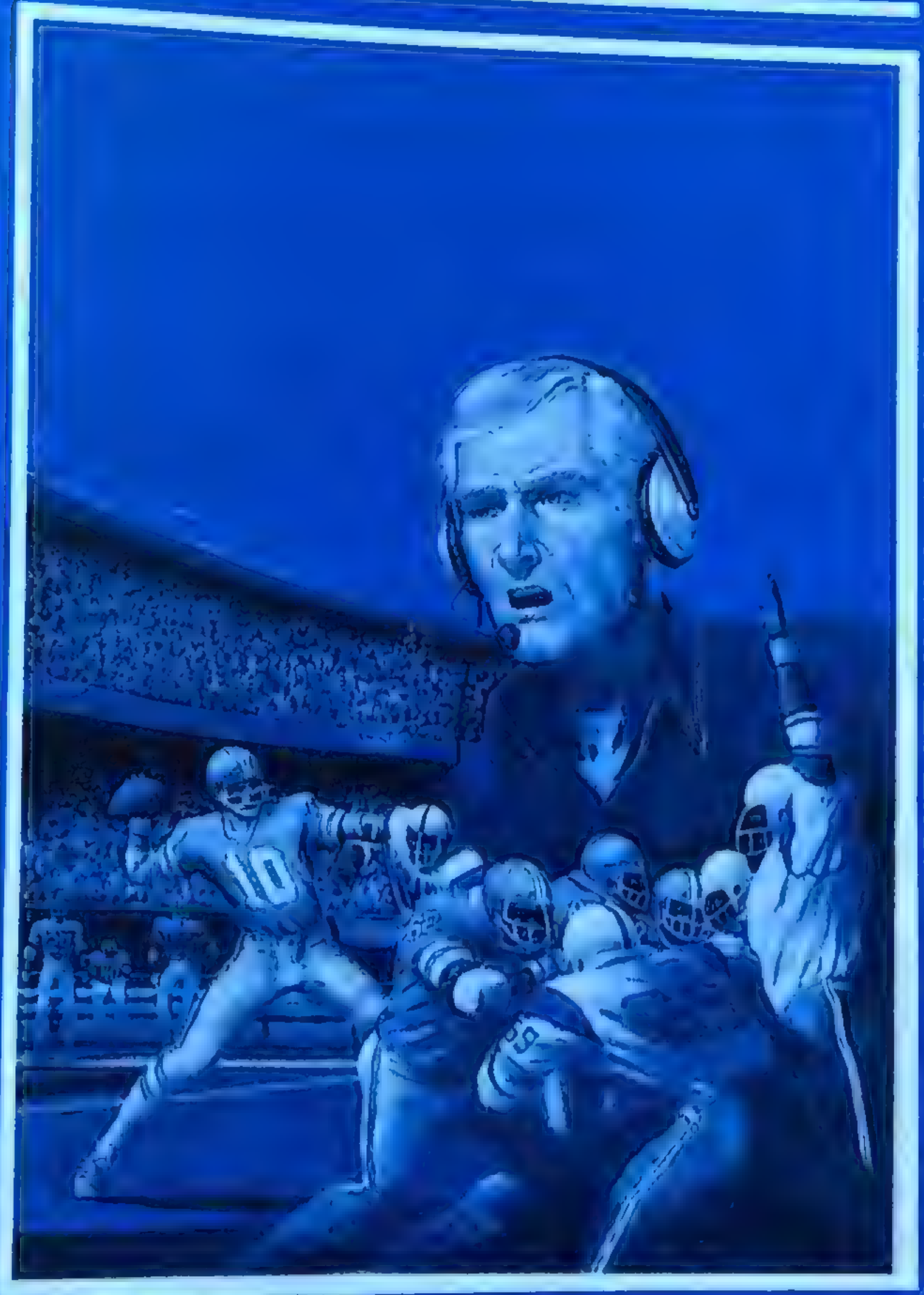
4517 Harford Road  
Baltimore, Maryland 21214

PLACE  
FIRST CLASS  
POSTAGE  
HERE



# **SUPER SUNDAY**

## **PLAYBOOK**



Super Sunday is The Avalon Hill Game Company's trademark for its computer football game.

**3RD EDITION**  
**FOR APPLE, C64/128 & IBM**



microcomputer games DIVISION  
**The Avalon Hill Game Company**  
A MONARCH AVALON, INC. COMPANY



Effective  
July 1, 1986



ory Games Inc.



ny

yards and 11 first downs, more than the Packers 164 and 9. Both Starr and Dawson had completed all their passes.

Packer receiver Willie Wood blew the game open in the third quarter. Intercepting a third down pass, he ran 50 yards before being tackled on the Kansas City five-yard line. One play later, Elijah Pitts went over the top and it was Green Bay 21, Kansas City 10. The Packers scored with a 13-yard bullet to Max McGee in the third quarter, and once more in the fourth on a one-yard run by Pitts to win the first Super Bowl 35-10. It would not be their last.

## Super Bowl II: Lombardi's Swan Song

*Green Bay (NFL) 33; Oakland (AFL) 14*

The first half was a rugged struggle, with Oakland's offense stalling from the first. The Packers did a little better: when a Raider punt went out of bounds at Green Bay's 3-yard line, Starr marched the team to Oakland's 11 before being forced to kick a field goal.

Then, a Starr pass to Boyd Dowler caught the secondary off-guard. Faking a move to the sidelines, Dowler raced down the center of the field and a 62-yard touchdown. A Raider touchdown (a 23-yard pass to Miller) was matched by Oakland's defense stopping a Packer drive which ended in a missed field goal attempt from the 47-yard line. But an Oakland receiver fumbled a punt reception led to a Packer recovery and a third field goal from the 43. At half-time, the Packers led 16-7.

The rest of the game was dominated by the Packers, with a Starr scoring drive beginning on the 18, an Adderley interception and 60-yard touchdown run, and Chandler's third field goal. Oakland ran seven plays during the third quarter, and managed a touchdown during the fourth quarter to end Green Bay's second straight Super Bowl victory. A month later, Lombardi announced his retirement from football.

## Super Bowl III: Namath's Guarantee

*New York (AFL) 16; Baltimore (NFL) 7*

Given the law of averages and an eternity of games, it was inevitable that the AFL would win their first Super Bowl. But few would have expected it to be done in the style of Joe Namath and the New York Jets.

First, they had an 11-3 record, winning the AFL title by defeating the Oakland Raiders 27-23 in a come-from-behind game in which Namath threw three touchdown passes. The oddsmakers obligingly made the Baltimore Colts 18-point favorites, and with good reason: Baltimore came to the game with a 13-1 record, and had blanked Cleveland 34-0 to win the title.

Then came Namath's speech while receiving an award in Miami. "The Jets will win Sunday. I guarantee it," he said.

The first quarter ended scoreless, with both sides not doing well offensively. The Jets couldn't move past their 40 until late in the quarter, and a Baltimore drive ended in a missed field goal from the Jets 27.

Recovering a fumbled pass completion saw the Colts on the 12-yard line at the start of the 2nd quarter. Earl Morrall passed to Tom Mitchell in the end zone, but middle line-back Al Atkinson deflected the ball into Randy Beverly's arms. Then it was Namath's turn. Starting on his 20-yard line, he masterminded a 12-play drive ending in Matt Snell scoring the touchdown on a four-yard run. The half ended with the underdog Jets leading 7-0.

In the second half, Ralph Baker recovered a Baltimore fumble on their 33. This drive ended with a field goal making it 10-0. On their next series, Namath drove the team to the Colts' 23-yard line before injuring his thumb. While Namath rested, Jim Turner kicked his second field goal.

When the fourth quarter began, Johnny Unitas replaced Morrall as quarterback. But it was the Jets who scored again: a Turner field goal set up by a 39-yard pass to George Sauer. Unitas was able to score with an eight-yard touchdown run by Jerry Hill near the

end of the game, but it was too late. With the 16-7 upset, the AFL had achieved parity with the NFL.

## Super Bowl IV: Dawson's Revenge

*Kansas City (AFL) 23; Minnesota (NFL) 7*

It was to be the last Super Bowl between rival leagues. Next year, the NFL would remain, and the conflict would take place between the National and American Football Conferences.

After the Vikings failed to score on their first drive, Len Dawson took Kansas City down to the Minnesota 41 before stalling. Jan Stenerud kicked a record 48-yard field goal and they took a 3-0 lead. Another Kansas City drive reached the 25-yard line before Stenerud booted another field goal. It was the middle of the third quarter before another field goal stretched the lead to 9-0. Then, Remi Prudhomme recovered a Viking fumble on their 19-yard line, and the Chiefs scored five minutes before the half ended.

With Minnesota's first possession in the second half, their offense sparked. Kapp threw three successful consecutive passes, then followed that with a Dave Osborn run into the end zone. The Vikings were on the board 16-7.

The next score was by the Chiefs. On the Viking 46, Dawson threw a short pass to Taylor, and the receiver took it the rest of the way that gave the Chiefs a 23-7 winning lead.

## Super Bowl V: The Error Bowl

*Baltimore (AFC) 16; Dallas (NFC) 13*

The opening salvos of the game were blanks as neither Dallas or Baltimore could move the ball. A Johnny Unitas pass was intercepted, but Dallas went nowhere and they had to punt. Again, Baltimore failed to move, and their punter fumbled the kick on the nine-yard line and Dallas recovered. Quarterback Craig Morton tried a touchdown pass, but it sailed high over the receiver's head, and they had to settle for a field goal.

In the second quarter, another possible Dallas touchdown was lost when Morton threw from the Baltimore 7 to the wrong man. With a 15-yard Intentional Grounding penalty, they couldn't get closer and had to kick a second field goal.

Baltimore tied the score on a blooper play of its own. A Unitas pass bounced off several players into the arms of John Mackey, who ran for a 75-yard touchdown. The point-after attempt failed.

But Dallas came back, sacking Unitas and causing a fumble which Jethro Pugh recovered on the 28. A 7-yard touchdown pass to Duane Thomas gave them a 13-6 lead. On the next series, disaster struck as Unitas was hurt. On their next drive, substitute Earl Morrall made it to the Dallas 2-yard line before a pass was intercepted by Chuck Howley.

The ball problems continued. In the third quarter, Jim Duncan fumbled the kickoff return and Dallas recovered. They made it to the 2 before fumbling. Baltimore recovered on the 1, but failed to score. In the fourth quarter, a Morrall pass was intercepted in the end zone by Howley, and another offense by the Colts ended with a fumble in the Dallas end zone.

Baltimore persevered. Intercepting a Craig Morton pass, Rick Volk made it to the three. On the next play, Morrall sent Tom Nowatzke over for the tying touchdown.

It was apparent that anything could happen, including the possibility that the game could go into overtime. With more than a minute left, Morton passed from his 27. Mike Curtis intercepted it and ran to the 28. Two plays took it to the 25, and with five seconds left, Jim O'Brien kicked a 32-yard field goal that won the game, 16-13.

## Super Bowl VI: Winning The Big One

*Dallas (NFC) 24; Miami (AFC) 3*

Having five consecutive winning seasons was not enough for the critics who said that Dallas could not win when it counted. Even when they had to win five straight the previous



# Parts List

Effective  
July 1, 1986



N HILL  
PANY

puter games DIVISION  
Hill Game Company



microcomputer games DIVISION  
**The Avalon Hill Game Company**

A MONARCH AVALON, INC. COMPANY

5904-4

#4885501  
3rd Edition

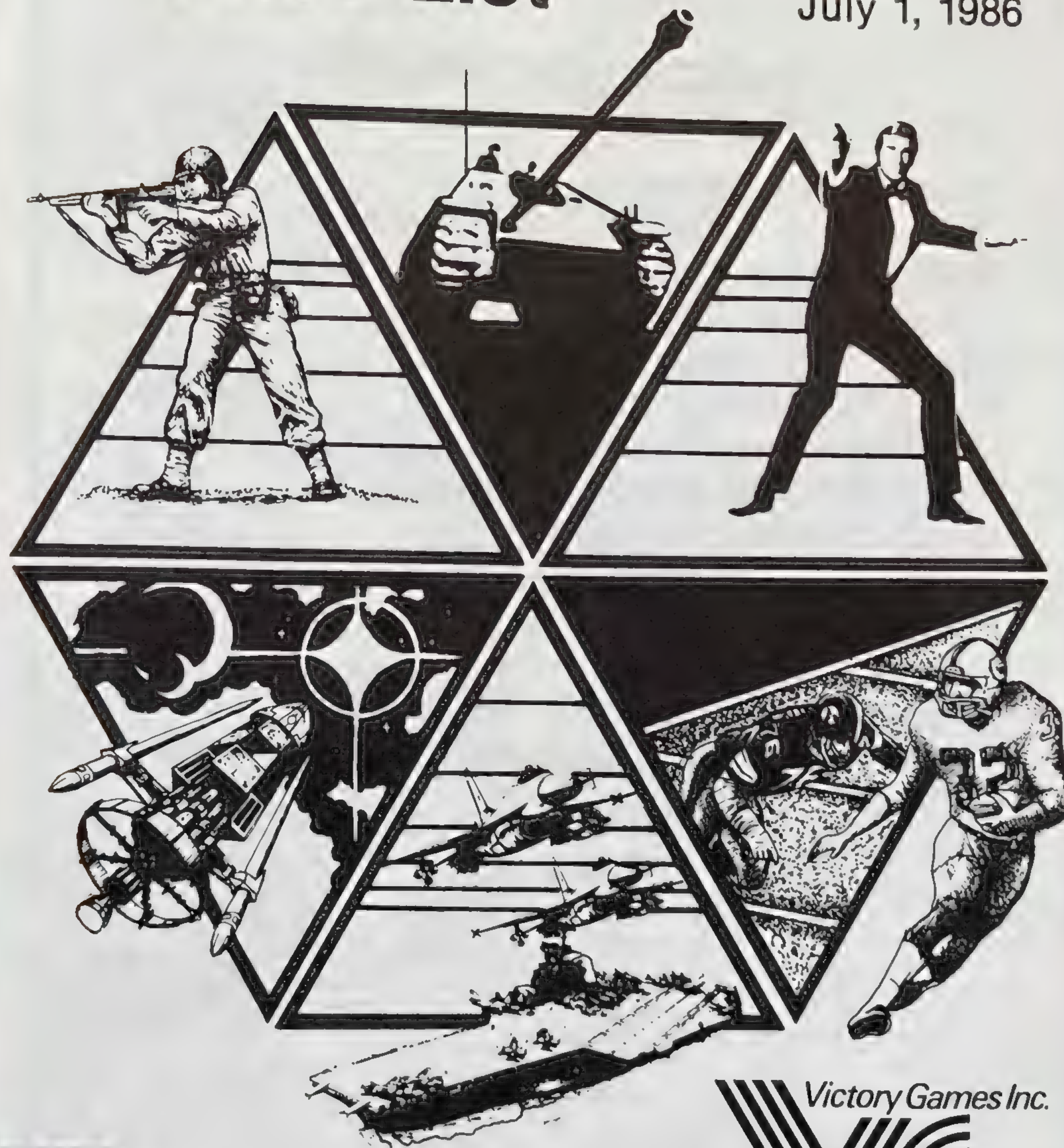
24

A-5899  
11/86



# Games and Parts Price List

Effective  
July 1, 1986



THE AVALON HILL  
GAME COMPANY



microcomputer games DIVISION  
**The Avalon Hill Game Company**



# **Victory Military Simulations from Victory**

<b>Programmed Battle</b> <b>solitaire system</b> 17) ..... \$10.00 ..... 3.00 ..... 6.00 ..... 2.00	<b>AMBUSH Follow-On Module</b> <b>PURPLE HEART</b> ⑤ Three New Maps and 108 New Counters expand the scope of this award-winning solitaire system to introduce new challenges and dangers. You must own Ambush to play Purple Heart. You must own Purple Heart to play Ambush. You must own Purple Heart to play Ambush. You must own Purple Heart to play Ambush.	<b>AMBUSH Follow-On Module</b> <b>PURPLE HEART</b> ⑤ Three New Maps and 108 New Counters expand the scope of this award-winning solitaire system to introduce new challenges and dangers. You must own Ambush to play Purple Heart. You must own Purple Heart to play Ambush. You must own Purple Heart to play Ambush. You must own Purple Heart to play Ambush.	<b>AMBUSH Follow-On Module</b> <b>PURPLE HEART</b> ⑤ Three New Maps and 108 New Counters expand the scope of this award-winning solitaire system to introduce new challenges and dangers. You must own Ambush to play Purple Heart. You must own Purple Heart to play Ambush. You must own Purple Heart to play Ambush. You must own Purple Heart to play Ambush.
--	---	---	---

<b>Maple's Wilderness</b> ② Rules Booklet ..... EA. Counter Sheets (11) ..... 4.00 Mission Cards (11) ..... 6.00	<b>Maple's Wilderness</b> ② Rules Booklet ..... EA. Counter Sheets (11) ..... 4.00 Mission Cards (11) ..... 6.00	<b>Maple's Wilderness</b> ② Rules Booklet ..... EA. Counter Sheets (11) ..... 4.00 Mission Cards (11) ..... 6.00	<b>Maple's Wilderness</b> ② Rules Booklet ..... EA. Counter Sheets (11) ..... 4.00 Mission Cards (11) ..... 6.00
---	---	---	---

<b>COLD WAR</b> ③ Mapsheet ..... \$18.00 Rules Booklet ..... 6.00 Counter Sheet ..... 2.00 Event Cards (50) ..... 3.00 Action Cards (72) ..... 5.00 Summary Sheets (4) ..... 3.00	<b>COLD WAR</b> ③ Mapsheet ..... \$18.00 Rules Booklet ..... 6.00 Counter Sheet ..... 2.00 Event Cards (50) ..... 3.00 Action Cards (72) ..... 5.00 Summary Sheets (4) ..... 3.00	<b>COLD WAR</b> ③ Mapsheet ..... \$18.00 Rules Booklet ..... 6.00 Counter Sheet ..... 2.00 Event Cards (50) ..... 3.00 Action Cards (72) ..... 5.00 Summary Sheets (4) ..... 3.00	<b>COLD WAR</b> ③ Mapsheet ..... \$18.00 Rules Booklet ..... 6.00 Counter Sheet ..... 2.00 Event Cards (50) ..... 3.00 Action Cards (72) ..... 5.00 Summary Sheets (4) ..... 3.00
---	---	---	---

<b>PANZER COMMAND</b> ⑤ A tactical level simulation of armored combat, recreating the battles that raged across the steppes of the Soviet Union during the middle years of World War II. Mapsheet ..... \$20.00 Rules Booklet ..... 6.00 Counter Sheets (1, 2) ..... 5.00 Counter Sheets (2) ..... 3.00	<b>PANZER COMMAND</b> ⑤ A tactical level simulation of armored combat, recreating the battles that raged across the steppes of the Soviet Union during the middle years of World War II. Mapsheet ..... \$20.00 Rules Booklet ..... 6.00 Counter Sheets (1, 2) ..... 5.00 Counter Sheets (2) ..... 3.00	<b>PANZER COMMAND</b> ⑤ A tactical level simulation of armored combat, recreating the battles that raged across the steppes of the Soviet Union during the middle years of World War II. Mapsheet ..... \$20.00 Rules Booklet ..... 6.00 Counter Sheets (1, 2) ..... 5.00 Counter Sheets (2) ..... 3.00	<b>PANZER COMMAND</b> ⑤ A tactical level simulation of armored combat, recreating the battles that raged across the steppes of the Soviet Union during the middle years of World War II. Mapsheet ..... \$20.00 Rules Booklet ..... 6.00 Counter Sheets (1, 2) ..... 5.00 Counter Sheets (2) ..... 3.00
--	--	--	--

<b>GULF STRIKE</b> ⑨ Mapsheets A & B ..... \$30.00 Mapsheets C & D ..... EA. Rules Folder ..... 6.00 Counter Sheets: #1 Arab, #2 Russian, #3 USA/Marker, #4 Misc. Markers. EA. 5.00 Rules/Charts Booklet ..... 3.00 Special Die ..... 2.00 ..... 1.00	<b>GULF STRIKE</b> ⑨ Mapsheets A & B ..... \$30.00 Mapsheets C & D ..... EA. Rules Folder ..... 6.00 Counter Sheets: #1 Arab, #2 Russian, #3 USA/Marker, #4 Misc. Markers. EA. 5.00 Rules/Charts Booklet ..... 3.00 Special Die ..... 2.00 ..... 1.00	<b>GULF STRIKE</b> ⑨ Mapsheets A & B ..... \$30.00 Mapsheets C & D ..... EA. Rules Folder ..... 6.00 Counter Sheets: #1 Arab, #2 Russian, #3 USA/Marker, #4 Misc. Markers. EA. 5.00 Rules/Charts Booklet ..... 3.00 Special Die ..... 2.00 ..... 1.00	<b>GULF STRIKE</b> ⑨ Mapsheets A & B ..... \$30.00 Mapsheets C & D ..... EA. Rules Folder ..... 6.00 Counter Sheets: #1 Arab, #2 Russian, #3 USA/Marker, #4 Misc. Markers. EA. 5.00 Rules/Charts Booklet ..... 3.00 Special Die ..... 2.00 ..... 1.00
--	--	--	--

<b>PAX BRITANNICA</b> ④ Mapsheets A&B ..... \$24.00 Rules Booklet ..... EA. Counter Sheets #1,#2,#3 ..... 6.00 Administrative Record Sheet Pad ..... 5.00 Reference Sheets (8) ..... 3.00	<b>PAX BRITANNICA</b> ④ Mapsheets A&B ..... \$24.00 Rules Booklet ..... EA. Counter Sheets #1,#2,#3 ..... 6.00 Administrative Record Sheet Pad ..... 5.00 Reference Sheets (8) ..... 3.00	<b>PAX BRITANNICA</b> ④ Mapsheets A&B ..... \$24.00 Rules Booklet ..... EA. Counter Sheets #1,#2,#3 ..... 6.00 Administrative Record Sheet Pad ..... 5.00 Reference Sheets (8) ..... 3.00	<b>PAX BRITANNICA</b> ④ Mapsheets A&B ..... \$24.00 Rules Booklet ..... EA. Counter Sheets #1,#2,#3 ..... 6.00 Administrative Record Sheet Pad ..... 5.00 Reference Sheets (8) ..... 3.00
--	--	--	--

<b>SIXTH FLEET</b> ⑤ Over 600 counters, two maps and 14 different scenarios in this panoramic simulation of Naval Combat in the Mediterranean. Mapsheets A&B ..... EA. Rules Booklet ..... 6.00 Counter Sheets (1, 2 & 3) ..... 5.00 Roster Pads (2) ..... EA. Player-Aid Cards (3) ..... 3.00	<b>SIXTH FLEET</b> ⑤ Over 600 counters, two maps and 14 different scenarios in this panoramic simulation of Naval Combat in the Mediterranean. Mapsheets A&B ..... EA. Rules Booklet ..... 6.00 Counter Sheets (1, 2 & 3) ..... 5.00 Roster Pads (2) ..... EA. Player-Aid Cards (3) ..... 3.00	<b>SIXTH FLEET</b> ⑤ Over 600 counters, two maps and 14 different scenarios in this panoramic simulation of Naval Combat in the Mediterranean. Mapsheets A&B ..... EA. Rules Booklet ..... 6.00 Counter Sheets (1, 2 & 3) ..... 5.00 Roster Pads (2) ..... EA. Player-Aid Cards (3) ..... 3.00	<b>SIXTH FLEET</b> ⑤ Over 600 counters, two maps and 14 different scenarios in this panoramic simulation of Naval Combat in the Mediterranean. Mapsheets A&B ..... EA. Rules Booklet ..... 6.00 Counter Sheets (1, 2 & 3) ..... 5.00 Roster Pads (2) ..... EA. Player-Aid Cards (3) ..... 3.00
--	--	--	--

<b>VIETNAM: 1965-1975</b> ⑨ Mapsheets A & B ..... \$20.00 Rules Booklet ..... EA. Counter Sheets #1, #2, #3 ..... 6.00 ..... 4.00 ..... 3.00	<b>VIETNAM: 1965-1975</b> ⑨ Mapsheets A & B ..... \$20.00 Rules Booklet ..... EA. Counter Sheets #1, #2, #3 ..... 6.00 ..... 4.00 ..... 3.00	<b>VIETNAM: 1965-1975</b> ⑨ Mapsheets A & B ..... \$20.00 Rules Booklet ..... EA. Counter Sheets #1, #2, #3 ..... 6.00 ..... 4.00 ..... 3.00	<b>VIETNAM: 1965-1975</b> ⑨ Mapsheets A & B ..... \$20.00 Rules Booklet ..... EA. Counter Sheets #1, #2, #3 ..... 6.00 ..... 4.00 ..... 3.00
---	---	---	---



# We spend more on PRODUCT DEVELOPMENT than we make in PROFIT!

Just about anyone can design a game.  
Getting it to play right is the trick.  
We think we've done a better  
than admirable job in this department.

We go to great lengths to make sure a game  
is right before releasing it for publication.  
Sometimes this gets our dealers mad at us . . .  
when we announced the publication of  
ADVANCED SQUAD LEADER for 1984, and  
it didn't deliver until December of '85. We put in  
man-years of design, development and  
test time on that—which, we understand,  
cost about 4½ man-years longer than other  
companies take to crank out a new game.  
Our commitment to quality and play-value  
has been the hallmark of The Avalon Hill  
Company for 28 years.

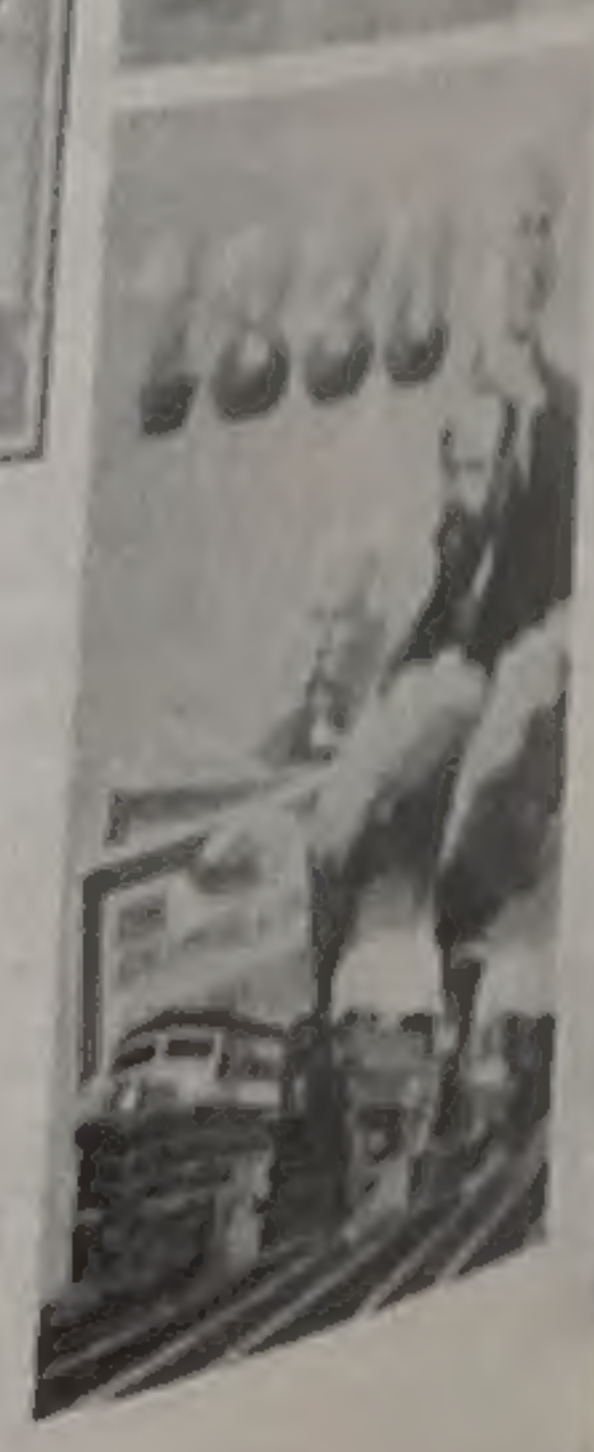
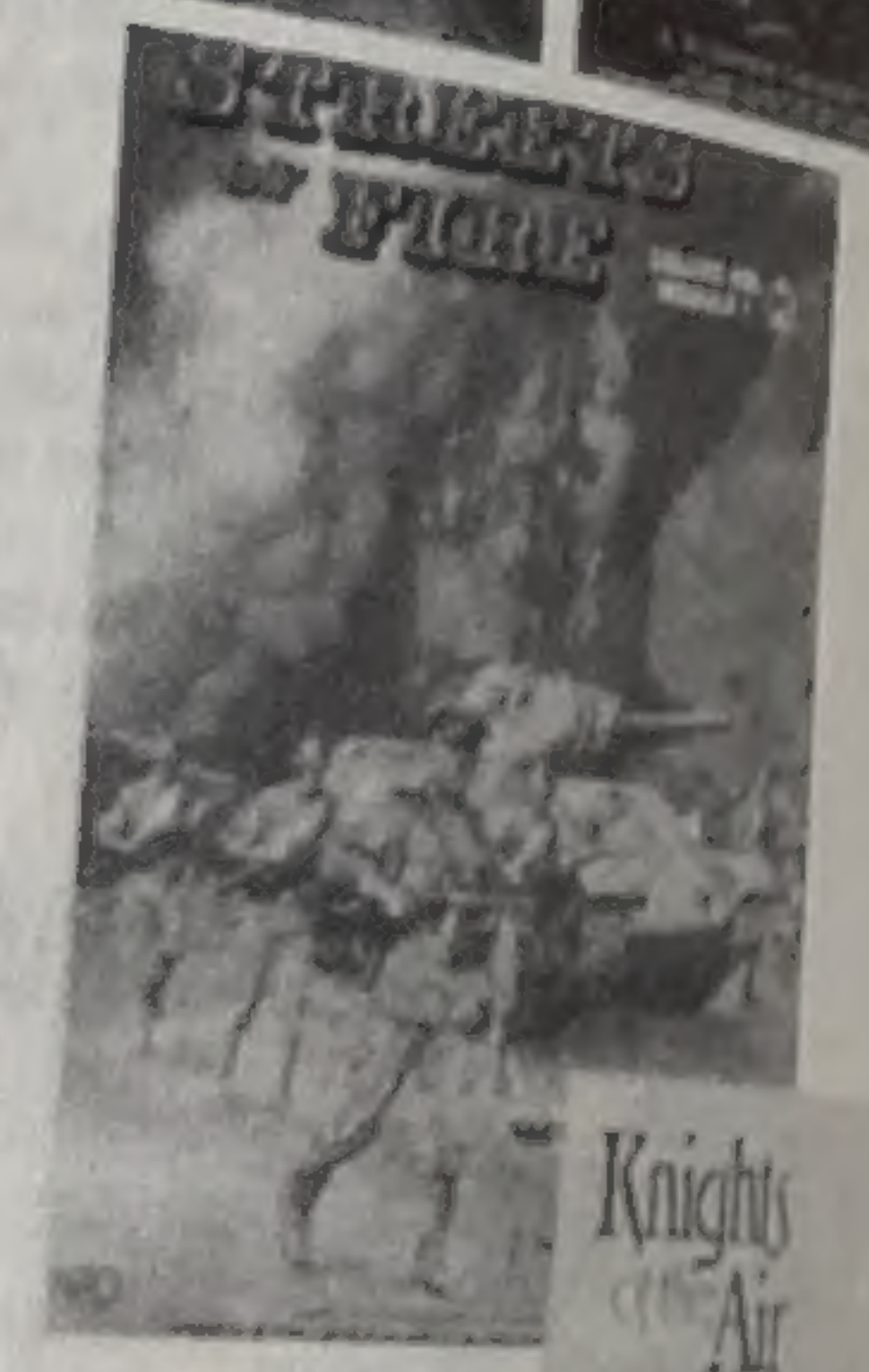
Our design creativity and innovation is highly  
prized. Many of our designers have been  
in business longer than most game companies  
have been in business.

Again, we're putting our reputation on the line.  
We eagerly await your reception of EMPIRES IN  
the 19th century (\$35), a game of diplomacy and warfare during  
the Napoleonic era . . . STREETS OF FIRE (\$28), a  
wargame module featuring 10 new scenarios . . .  
RAILROADS & ROBBER BARONS (\$23), the  
excitement and romance of railroad building . . .  
KNIGHTS IN THE AIR (\$35), authentic recreation of  
early air combat . . . GRIFFIN ISLAND (\$16),  
the first in the growing series of RUNEQUEST  
wargame modules . . . and DARK EMPEROR (\$19),  
a wargame encompassing diplomatic, magical  
and strategy factors.

See them on display NOW . . . at your favorite game shop.

## The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.  
4517 Harford Road ★ Baltimore, MD 21214  
For credit card purchasing, call TOLL FREE 800-638-9292



players are rated in relationship to other  
game players. Return coupon NOW, along  
with the \$8.00 lifetime service fee for com-  
plete details on the Avalon Hill Reliability  
Experience & Ability Rating.

I don't object to having my name and ad-  
dress printed in The General with the rating  
lists. I rate myself:

☐ A—an excellent player  
☐ B—a good player  
☐ C—an average player  
☐ D—a novice in my first year of gaming  
☐ E—a beginner

I realize that my rating may change according  
to how well I fare against others. For now,  
please send me complete details and  
membership card—here's my \$8.00.

NAME \_\_\_\_\_  
ADDRESS \_\_\_\_\_  
CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

<input type="checkbox"/> I qualify for the latest issue of The General @ NO CHARGE		
ELITE CLUB (Check one)		
<input type="checkbox"/> Qualifying Order (\$90 min.)		
<input type="checkbox"/> Membership Order (attach coupon)		
	SUB-TOTAL	
	Maryland Residents Add 5% Sales Tax	
	Postage (See Chart on Right)	
	Add \$1.00 for Special Processing	
	GRAND TOTAL	

PAYMENT TO BE IN U.S. FUNDS ONLY

**The**  
**AVALON HILL**  
**Game Company**

4517 Harford Road,  
Baltimore, Md. 21214

SHIP TO: \_\_\_\_\_  
\_\_\_\_\_

PLEASE PRINT LEGIBLY IN BALL POINT PEN

**The**  
**AVALON HILL**  
**Game Company**

4517 Harford Road,  
Baltimore, Md. 21214

SHIP TO: \_\_\_\_\_  
\_\_\_\_\_

IF THE POSTMAN CAN'T READ IT, YOU WON'T GET IT!

Z-6392  
3/86 200M

BEFORE  
YOU  
CLICK . . .  
Please double  
check shipping  
label—ch  
ble for cash



RECEIVE OUR LATEST CATALOGUE OF  
GAMING MATERIALS

and  
ENCLOSE \$1.00



NO  
POSTAGE STAMP  
NECESSARY  
IF MAILED IN THE  
UNITED STATES

BUSINESS REPLY MAIL

FIRST CLASS PERMIT NO. 11996, BALTIMORE, MD.

POSTAGE WILL BE PAID BY ADDRESSEE

**The Avalon Hill Game Company**

4517 Harford Road  
Baltimore, Maryland 21214

FROM

---

---

---

---

---

**We Can't Believe  
You Don't Subscribe  
To "THE GENERAL!"**

Chances are 1 in 5 that you don't...  
even though you're obviously a game  
player (otherwise you wouldn't be  
using the Order Form).

No gamer worth his won-lost record  
should be without **THE GENERAL**. In

fact, subscribing to **THE GENERAL**

will most assuredly improve your

won-lost record. It will also improve

your general knowledge of all the

games published by The Avalon Hill

Game Company... you'll be the first

to know about new games and new

modules... you'll enjoy reading and

implementing all the designers' hints

on play... you'll read historical

background material, info on

conventions... you'll get discount

coupons that save you money on

mail order purchases like this one.

A FREE COPY of a current issue is

yours if the SUB-TOTAL of this order

equals \$25 or more. Be sure to check

off the box that states... "I qualify

for the latest issue of **THE GENERAL**

at no charge."

If you'd rather be among the 4 out

of 5 that are **GENERAL** subscribers,

you can do so right on this order.

On the reverse side simply specify

whether you want a one-year or

two-year subscription.

1-yr. subscription—\$12 (U.S.A.)  
2-yr. subscription—\$18 (U.S.A.)

Sample issue—FREE with a \$25  
minimum purchase

**ELITE CLUB**

Members earn 10% discount  
FOR LIFE on mail order purchases  
of any of The Avalon Hill Game  
Company's, Victory Games or  
Microcomputer Games products.  
Includes games, play-by-mail  
equipment, magazines, parts...  
you get a 10% discount on  
everything we sell!

**YOU BECOME A MEMBER BY**

making a one-time \$90 minimum  
purchase by mail. (Store purchases  
do not qualify.) Be sure to enclose  
a check or money-order plus 10%  
to cover postage (or postage  
coupons you get as a subscriber  
to **THE GENERAL**). We are not  
responsible for cash lost in transit.

**WHAT YOU GET**

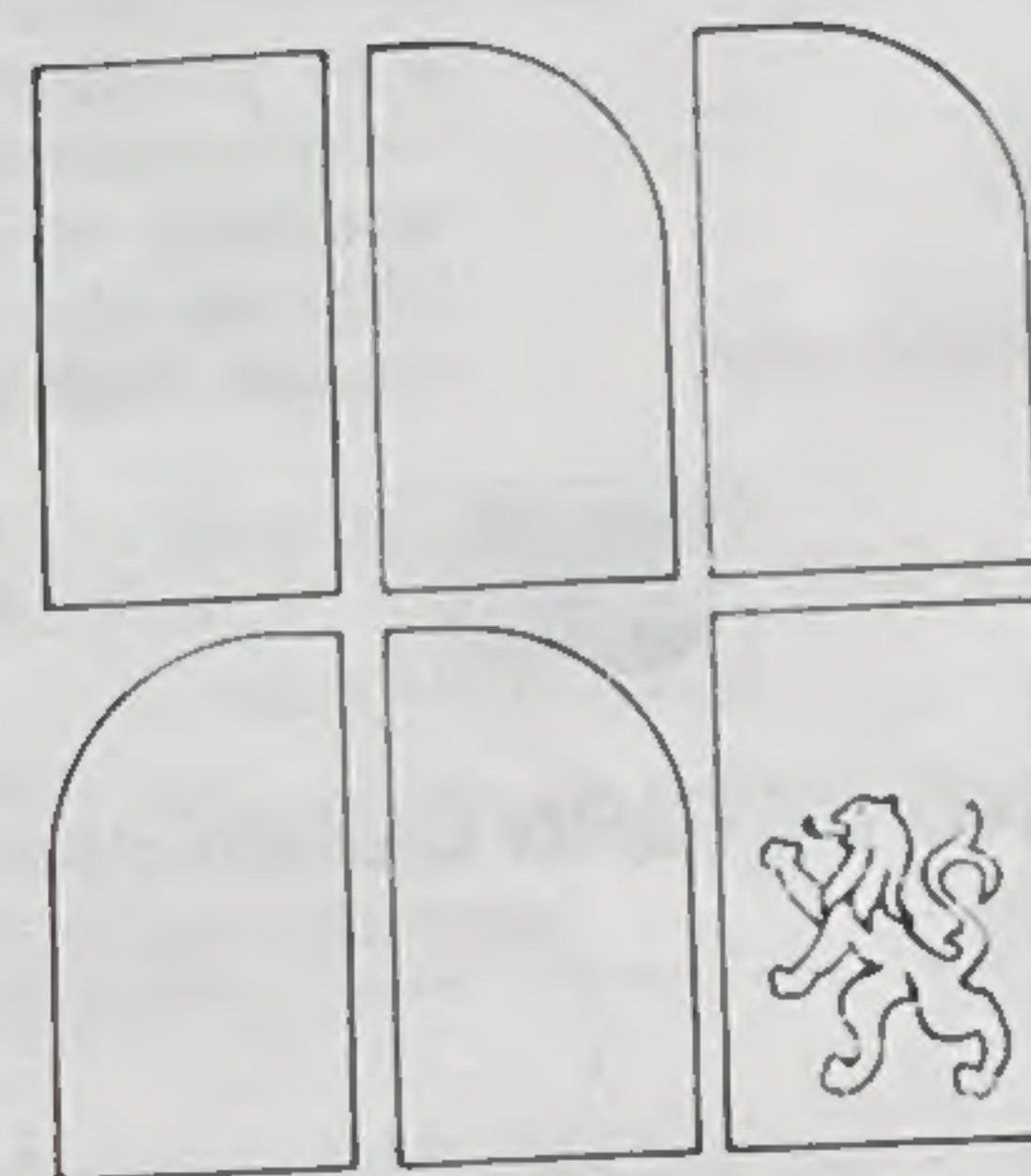
When we receive your \$90 order  
is an **ELITE CLUB** Coupon Ticket  
which allows you, for as long as  
you live, to make an annual  
one-time purchase of as many  
products as desired by mail. This  
Coupon Ticket gives you 10% off  
on the cost of the entire purchase.  
(Elite Club discount purchases are  
good only on mail order and  
toll free credit card purchases.)

**BECOME AN ELITE CLUB  
MEMBER TODAY—REAP THE  
DISCOUNT FOR A LIFETIME**

DIVISION OF MONARCH AVALON, INC.  
4517 Harford Road ★ Baltimore, MD 21214  
For quick credit card purchasing, call TOLL FREE 800-451-7463



Microcomputer games DIVISION  
Avalon Hill Game Company



**MONARCH AVALON, INC.**  
4517 HARFORD ROAD  
BALTIMORE, MARYLAND 21214

The nature of game publishing dictates that we prepare advertising literature (such as consumer ads and new product releases) many, many months in advance of scheduled release dates. Occasionally we aren't able to complete a new game by that advertised release date. Unforeseen design and production problems dictate a choice: rush into production anyhow, or hold off until the problems are corrected. We always choose the latter. We have been in business for more than 25 years and intend staying in business selling only the highest quality products. If you still have doubts, simply hold off ordering. If you order anyhow, please understand your doing so releases us from the Federal guidelines covering mail-order delays.